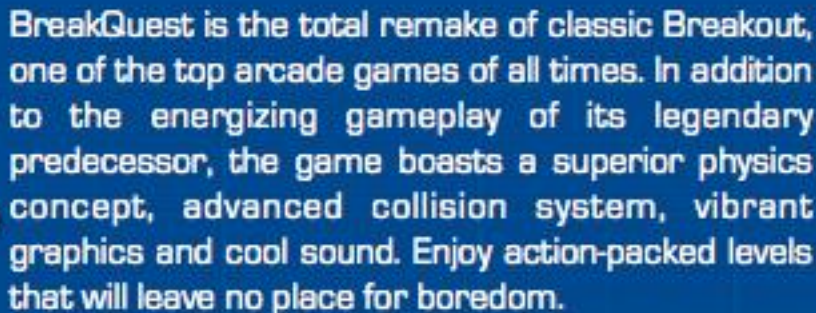


MANUAL

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- ▶ Struggle through 100 diverse action scenes
- ▶ Get the feel of the advanced physics engine
- ▶ Enjoy stylish graphics and breathtaking visual effects
- ▶ Energizing music made by Maniacs of Noise
- ▶ Discover 9 different weapons and never seen before power-ups
- ▶ Get the Keys to nail down the Evil Empire in Quest Mode
- ▶ Play special arcade mode levels sets to test your playing skills



THERE IS LITTLE TO DO AND MUCH TO CELEBRATE AT THE BIGGEST
EVER CORPORATION BOARD OF DIRECTORS. AZIMUT TOTAL
BUSINESS RULES THE WORLD.





THERE ARE MANY WAYS TO CATCH OUR ATTENTION, BUT VIOLENCE WORKS THE BEST. FROM PUNCHES TO BOMBS IT HAS BIGGEST ATTENTION RATE.



EVEN THE MOST SOPHISTICATED MINDS, THERE IS ALWAYS SOMETHING TO BE SEEN IN THE DUMP BOX. NOBODY WILL ESCAPE WEIRD FANTASY WORLD.



BUT YOU ARE GOING TO SAVE THE WORLD FROM ITS BIGGEST EVER ENEMY, APATHETIC SELF DESTRUCTION. CLEAN THE PATH TO THE HIGH MOUNTAIN AND INSTALL THE ELECTRO MAGNETIC INTERFEROMETER TO DISRUPT ALL EMISSION.

Controls



* See Options page Sensitivity explanation on next page

Options

Sound volume - affect in-game sound effects only, menu sounds remain untouched

Music volume - sets global music volume level

Sensitivity - affect Analog Stick control only, for Left/Right control fast movement, use a "turbo" button (Circle or Square)

Interface



Use L or R buttons to activate the Gravitator.
Remaining gravity at top left screen corner.

Star Bonus: Get seven to regenerate the reserve ball



Scene Keys: Get one to unlock next scene. Once scene is unlocked you can start your journey from there and it become available in arcade mode.



Ships left:

Use your ship to keep balls in the scene.



5000

Score is shown at top right screen corner, extra ship at 500K, 1.5M, 3M, 5M, etc.

You can see the energy bar at top right screen corner sometimes. It shows the remaining energy of last hit brick.

Some blocks need more than one hit, some can't be broken. On some levels, you have match the colors and clear a strip. Some levels demand specific order of destroying blocks.

Use TRIANGLE button to launch reserve ball at any time. Get 7 stars for new reserve ball. New reserve at level start in Easy and Normal settings.

Current weapon charge 50

Arcade modes explained

EASY. Play with easy settings. Slow speed, power weapons, bigger bumper and easy bricks and bugs.

NORMAL. Average speed, weapon power and bumper size. Default mode!

HARD. Challenging ball speed and acceleration, hard bricks and bugs complexity, smaller bumper and bad bonuses apply for all balls. 20% mystery pills randomness.

ARMAGEDDON. Crazy bricks difficulty and acceleration speed. No bumper change, stars, ball size bonuses and weapon have 2x more power. Test yourself!

FAST! Insane ball speeds, easy bricks, hard bugs and game starts with 5 ships.

MASTER. For real masters: small bumper, high ball speed, hard bricks to kick, no extra ships and 30% of mystery pills. This is not for everyone!

MINIMAL. Play minimal: no bonus pills, no bugs, just an easy bricks to kick.

BEGINNER. Big bumper, slow balls , all bonuses, 5 ships: best for new players.

Bonuses and power-ups



POWER GUN. Powerful gun, but limited ammo.

AUTOMATIC GUN. Fast weapon with auto fire.

SPREAD GUN. Fast auto fired weapon that spreads the bullets over a wide area.

DOUBLE GUN. Two phasers are attached to bumper corners.

BIG MISSILE. Powerful but slow. Be warned that explosions push everything near, including balls. Smart detonator.

SEEKER MISSILE. Special for moving targets. Fire once to start targeting, fire again to launch. Basic detonator.

GPS MISSILE. GPS guided. Once launched, you can control it by moving your ship left and right. Smart detonator.

DUMB MINE. With this mine launcher, your ball will be loaded as it bounces the ship. Next bounce will detach the mine.

SMART MINE. These mines are equipped with smart detonator (It will not be released till the ball hits a brick).

Bonuses and power-ups



DRUNK ENGINE. Your engines are damaged. Maneuverability is seriously affected. It can send ship out of the screen bounds.

FREEZER. The stabilization system gets frozen. Maneuverability is seriously affected.

HI-OCTANE. Some high octane gas penetrates the tanks. Engines are overloaded.

LOW-OCTANE. Some low octane gas penetrates the tanks. Ship's power is reduced to a fraction.

TRUMBLE. An earthquake shakes your ship. You can still try to use the engines.

KICK. Ship is kicked aside. Be sure to avoid these when your ball is near.

VOLT. An electromagnetic pulse paralyzes all control systems for a short time.

DRUNK BALL. Ball gets drunk. It will not go straight for a while.

X-BUMPER. Bumper is disabled for a while. Use ship body to deflect the balls.

Bonuses and power-ups

STAR +. You are given a star. Get 7 to regenerate reserve ball. If reserve is full, it is automatically launched.

STAR ++. You are given two stars.

STAR -. Lose one star.

STAR --. Lose two stars.

STAR ---. Lose all stars.

EXTRA SHIP! Adds one more ship, a rare pill.

S-BLOCK. Some safety blocks appear at the bottom of the screen.

MULTIBALL. Multi ball, a classic since pinball machines.

FIREBALL. Ball starts burning. Extra power against bricks and bugs.

SPUTNIK. A small satellite is attached to the ball. It is not as powerful as the ball itself but still very helpful.

MULTI SPUTNIK. This rare power up attaches three different satellites to the ball.



Bonuses and power-ups



SLOWER BALL. Ball is decelerated. Take more than one for cumulative effect.

FASTER BALL. Ball is accelerated. If you take more than one, balls will go even faster.

SMALL BALL. Ball shrinks.

NORMAL BALL. Ball returns to the original size and shape.

BIG BALL. Ball is expanded.

BALL SHAPE. Ball shape is changed, making it harder to control: Triangle, Square, Ellipse, Egg shapes are presented here.



BUMPER SHAPE. These pill change the shape of your bumper during a limited amount of time.

Bonuses and power-ups



OUT-CURVE UP. Modifies the curvature of the bumper.

OUT-CURVE DOWN. Modifies the curvature of the bumper.

IN-CURVE UP. Modifies the curvature of the bumper.

IN-CURVE DOWN. Modifies the curvature of the bumper.

BIGGER BUMPER. Get more to make it even bigger.

SMALLER BUMPER. Bumper shrinks.

BUMPER UP. The bumper rises a little. Get more for cumulative effect.

BUMPER DOWN. The bumper lowers a little. Get more for cumulative effect.

GLUE. Bumper is magnetized. Use left button to launch the ball.

UN-GLUE. Disables bumper magnet, if you have one.

Credits

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Special thanks: George Bain, Andriy Sharanevytch, Yura Holodilov, Aleksei Bespechniy, Konstantin Shavruk.

ORIGINAL PC VERSION CREDITS

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- Funny drawings by Rebo.
- Fonts by Brian Kent at www.aenigmafonts.com
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Thank you for playing BreakQuest

Support and legal information

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